

1 **In the Specification**

2 Please replace the text appearing on page 7, line 14 through page 8, lines 25
3 with the following:

4
5 --This application is related to the following commonly-filed U.S.
6 Patent Applications, all of which are commonly assigned to Microsoft
7 Corp., the disclosures of which are incorporated by reference herein:

- 8
- 9 • Application Serial No. 09/731,560, entitled "An Interface and
10 Related Methods for Reducing Source Accesses in a
11 Development System", naming Daniel J. Miller and Eric H.
12 Rudolph as inventors, and bearing attorney docket number
13 MS1-643US;
 - 14 • Application Serial No. 09/732,084, entitled "A System and
15 Related Interfaces Supporting the Processing of Media
16 Content", naming Daniel J. Miller and Eric H. Rudolph as
17 inventors, and bearing attorney docket number MS1-629US;
 - 18 • Application Serial No. 09/731,490, entitled "A System and
19 Related Methods for Reducing Source Filter Invocation in a
20 Development Project", naming Daniel J. Miller and Eric H.
21 Rudolph as inventors, and bearing attorney docket number
22 MS1-631US;
 - 23 • Application Serial No. 09/731,529, entitled "A System and
24 Related Methods for Reducing the Instances of Source Files
25 in a Filter Graph", naming Daniel J. Miller and Eric H.
Rudolph as inventors, and bearing attorney docket number
MS1-633US;
 - Application Serial No. 09/732,087, entitled "An Interface and
Related Methods for Dynamically Generating a Filter Graph
in a Development System", naming Daniel J. Miller and Eric
H. Rudolph as inventors, and bearing attorney docket number
MS1-634US;
 - Application Serial No. 09/732,090, entitled "A System and
Related Methods for Processing Audio Content in a Filter
Graph", naming Daniel J. Miller and Eric H. Rudolph as
inventors, and bearing attorney docket number MS1-639US;

- Application Serial No. 09/732,085, entitled “A System and Methods for Generating an Managing Filter Strings in a Filter Graph”, naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-642US;
- Application Serial No. 09/731,491, entitled “Methods and Systems for Processing Media Content”, naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-640US;
- Application Serial No. 09/731,563, entitled “Systems for Managing Multiple Inputs and Methods and Systems for Processing Media Content ”, naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-635US;
- Application Serial No. 09/731,892, entitled “Methods and Systems for Implementing Dynamic Properties on Objects that Support Only Static Properties”, naming Daniel J. Miller and David Maymudes as inventors, and bearing attorney docket number MS1-638US;
- Application Serial No. 09/732,089, entitled “Methods and Systems for Efficiently Processing Compressed and Uncompressed Media Content”, naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-630US;
- Application Serial No. 09/731,581, entitled “Methods and Systems for Effecting Video Transitions Represented By Bitmaps”, naming Daniel J. Miller and David Maymudes as inventors, and bearing attorney docket number MS1-637US;
- Application Serial No. 09/732,372, entitled “Methods and Systems for Mixing Digital Audio Signals”, naming Eric H. Rudolph as inventor, and bearing attorney docket number MS1-636US; and
- Application Serial No. 09/732,086, entitled “Methods and Systems for Processing Multi-media Editing Projects”, naming Eric H. Rudolph as inventor, and bearing attorney docket number MS1-641US.--

On page 57, please replace the text from line 3-9 with the following:

1 --A method of generating a development project including at least a
2 matrix switch and one or more adjacent objects is presented. In one
3 embodiment, the method comprises establishing an initial rendering of the
4 development project, and negotiating buffer size and attributes between an
5 input/output coupling the matrix switch to an input/output of the adjacent
6 objects. In at least some embodiments, the negotiated buffer is utilized to
7 communicate information between the input/output of the matrix switch
8 and the input/output of the adjacent object by sharing information via the
9 shared buffer.--
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